Smoke Free Multi-Unit Housing

lowa's **Smoke Free Air Act** requires hallways and common areas, such as laundry rooms and recreational rooms, to be smoke free. However, this does not extend to individual units within an apartment building or rental property. Property owners can protect their property and tenants by implementing a smoke free policy.

Reasons to Implement a Smoke Free Multi-Unit Housing Policy

Market Demand

 75% of renters surveyed in central lowa answered that they would choose a smoke free apartment building over one that allows smoking.¹

Indoor Air Quality

- There is no safe level of exposure to secondhand smoke.
- Air flows between units in multi-unit housing. Ventilation systems, air purifiers, and attempts to seal problem areas cannot control secondhand smoke exposure.

Cost Savings

- It costs on average \$1,322.50 more to renovate a unit that had been smoked in versus a unit that had not, according to a 2016 survey of lowa landlords.²
- Stains, burn damage, and smoke odors result in excessive cleaning costing you time and money, without guaranteeing that these damages will be eliminated.

Fire Risk

- Cigarettes and other smoking materials are the leading cause of residential fire deaths in the United States.³
- Prohibiting smoking in individual apartment units, on balconies, and on the property reduces the risk of fire related property damage, injury, and death.

For more information, resources, or assistance please contact:

Name:	Phone:
Organization:	Email:







For more information on implementing a smoke free policy, finding a smoke free property, or to add your existing smoke free property to the lowa Smoke Free Homes Registry, please visit www.smokefreehomes.iowa.gov.



Resources:

- ¹ Zenith Research Group. Exploring Smoke-Free Rental Attitudes in Central Iowa. March 2012.
- lowa property manager perceptions of multi-family smoke-free housing and smoke-free policies: Pilot study results. September 2016.
- ³ http://nfa.usfa.dhs.gov/downloads/pdf/statistics/v5i5.pdf.

